
Subject: Obvious Transport Tactic no one does
Posted by [Anonymous](#) on Sun, 12 May 2002 16:57:00 GMT
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Its really cheap too.(moneywise)You get the best transport heli driver to drive 4 engis,(engis must be the best at blowing up structures by themselves.), and drop 2 at each biulding. Together they have 6 c4, which is more than enough. Put the 2timed c4 on, then the 4 remote.DETONATE, and if it doesn't destroy the biulding, make sure no one repairs it until the timed c4 blows. PS. Driver tries to get back to base.If shot down, he/she helps one of the engi teams.Its a simple strat, but no one uses it.One Hotwire works too, but theres a bigger risk that it will fail, and it will cost you money. [May 12, 2002: Message edited by: Kirovy1234][May 12, 2002: Message edited by: Kirovy1234]

Subject: Obvious Transport Tactic no one does
Posted by [Anonymous](#) on Sun, 12 May 2002 19:42:00 GMT
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Another great tactic

Subject: Obvious Transport Tactic no one does
Posted by [Anonymous](#) on Sun, 12 May 2002 19:45:00 GMT
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doofus detonate your remotes AFTER TIMED charges go off, more stealthy, also detonate the remotes before timed ONLY when under fire.

Subject: Obvious Transport Tactic no one does
Posted by [Anonymous](#) on Sun, 12 May 2002 20:12:00 GMT
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BTDT

Subject: Obvious Transport Tactic no one does
Posted by [Anonymous](#) on Sun, 12 May 2002 20:34:00 GMT
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quote:Originally posted by cheezyman:doofus detonate your remotes AFTER TIMED charges go off, more stealthy, also detonate the remotes before timed ONLY when under fire.If there is 4 remote c4's on the MCT, the biulding should explode, if you put the timed on first, by the time you detonate the remotes, the timed will detonate in about 15seconds

Subject: Obvious Transport Tactic no one does
Posted by [Anonymous](#) on Sun, 12 May 2002 20:40:00 GMT
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4 remotes will NOT kill a building, and timed takes exactly 30 seconds to blow. Have you ever even engy rushed before??

Subject: Obvious Transport Tactic no one does
Posted by [Anonymous](#) on Sun, 12 May 2002 20:43:00 GMT
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quote:Originally posted by cheezyman:doofus detonate your remotes AFTER TIMED charges go off, more stealthy, also detonate the remotes before timed ONLY when under fire. Yes please wait that way when I kill you your remote never goes off! LOL

Subject: Obvious Transport Tactic no one does
Posted by [Anonymous](#) on Sun, 12 May 2002 20:45:00 GMT
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quote:Originally posted by AzWhoopin:4 remotes will NOT kill a building, and timed takes exactly 30 seconds to blow. Have you ever even engy rushed before??yes I have, and like I said, BY THE TIME YOU PUT ALL YOUR C4 DOWN AND DETONATE THE REMOTE C4, THE TIMED WILL HAVE 15SECONDS LEFT,AND IN WHICH CASE, WILL MOST LIKELY TAKE SOMEONE ALMOST THAT LONG TO GET THERE.THEN THEY HAVE TO GET BY YOU AND DISARM IT WHICH IS BLOODY IMPOSSIBLE TO DO IN 15SECONDS!!

Subject: Obvious Transport Tactic no one does
Posted by [Anonymous](#) on Mon, 13 May 2002 01:22:00 GMT
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quote:Originally posted by Kirovy1234:Its really cheap too.(moneywise)You get the best transport heli driver to drive 4 engis,(engis must be the best at blowing up structures by themselves.), and drop 2 at each biulding. Together they have 6 c4, which is more than enough. Put the 2timed c4 on, then the 4 remote.DETONATE, and if it doesn't destroy the biulding, make sure no one repairs it until the timed c4 blows. PS. Driver tries to get back to base.If shot down, he/she helps one of the engi teams.Its a simple strat, but no one uses it.One Hotwire works too, but theres a bigger risk that it will fail, and it will cost you money. [May 12, 2002: Message edited by: Kirovy1234][May 12, 2002: Message edited by: Kirovy1234]Well if you don't see this tactic used, you should stop playing on the n00b server...

Subject: Obvious Transport Tactic no one does

Posted by [Anonymous](#) on Mon, 13 May 2002 09:22:00 GMT

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A "new" tactic that I have seen is 2 APCs rushing at the same time. The guard tower will only fire on one APC meaning the other one can make it through just fine. We did this against Nod yesterday and it worked quite well. Me and another guy headed for the power plant and the other two headed for the HON. Boom, up went the HON and then the other tech still living came to the power plant to help us out. Boom, up goes the power plant! And this very tactic was used against me on SoL's server. Not sure where the rest of my team mates were, but I managed to blow up GDI's tiberium refinery and yet GDI managed to buy two 2 APCs with two hotwires to visit our base. There's no way I can defend against two hotwires in two buildings and we lost both. And yes, you should only trigger your remote C4 when the timed C4 goes off. If the other team hears that their power plant is being attacked, you can be sure that every hotwire and 1000 point character will be ready to run to the PP to chew you a new hide!

Subject: Obvious Transport Tactic no one does

Posted by [Anonymous](#) on Mon, 13 May 2002 12:25:00 GMT

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But when you detonate those lovely remote C4's, and "let's suppose that in 15 secs the timed C4 would blow", there still could be some tech/hotwire/engi to fix the building outside, just to prevent the building to blow up. The buildings are repairable outside! <new tactic>

Subject: Obvious Transport Tactic no one does

Posted by [Anonymous](#) on Mon, 13 May 2002 16:29:00 GMT

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Next to attacking, Repairing and transport are 2 things i do for my team. When we are on the losing side i fight and repair, when on the winning side i use my money to buy a transport chopper or APC and an engi and i make sure it gets full and i move ppl around. Once damaged i return to base to find the engis who want a trip to the enemy fixing me. I only 3 times have been shoot down, once by the Ob once by the AGT and once some ****ing engi placed C4 in my chopper But im really great when it commes to transport it doesnt get points but hey you do a verry buig deal to your team and that whats the game about

Subject: Obvious Transport Tactic no one does

Posted by [Anonymous](#) on Mon, 13 May 2002 17:55:00 GMT

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That's a great tactic. I've used it myself many times. As long as the APC driver is moving back and forth, running over approaching enemies... we usually manage to blow up that structure. Another advantage is the mines that we face. The more engie/techies we have, the quicker we get those out of the way before entering a structure.

Subject: Obvious Transport Tactic no one does
Posted by [Anonymous](#) on Tue, 14 May 2002 04:56:00 GMT
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quote:Originally posted by supertech:A "new" tactic that I have seen is 2 APCs rushing at the same time. The guard tower will only fire on one APC meaning the other one can make it through just fine. Yes it's better, when attacking Nod base, to put 2 people in 2 apc than 4 people in 1... You can do this too :A med tank rushing ahead on the Nod base, then followed by an apc full of hotwires/engy. Worx well as Nod too. When people want to do a flame tank rush => buy an apc and follow them. When they are burning a building, choose an other one and destroy it. You'll certainly be alone and safe.

Subject: Obvious Transport Tactic no one does
Posted by [Anonymous](#) on Tue, 14 May 2002 08:50:00 GMT
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i personally use the diversion tactic: 1 engi goes for a building and he blows the charges immediately while the others are gaining extra time in onther building .

Subject: Obvious Transport Tactic no one does
Posted by [Anonymous](#) on Tue, 14 May 2002 10:15:00 GMT
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quote: yes I have, and like I said, BY THE TIME YOU PUT ALL YOUR C4 DOWN AND DETONATE THE REMOTE C4, THE TIMED WILL HAVE 15SECONDS LEFT, AND IN WHICH CASE, WILL MOST LIKELY TAKE SOMEONE ALMOST THAT LONG TO GET THERE. THEN THEY HAVE TO GET BY YOU AND DISARM IT WHICH IS BLOODY IMPOSSIBLE TO DO IN 15SECONDS!! Sheesh, calm down. You're wrong anyway. It takes a Hotwire/Tech almost exactly 7 seconds to place all their C4 (and they have one timed more than engies) so by waiting a bit longer than 20 seconds before you detonate the C4 you get the optimal result. I'm guessing an engineer would need about 5 seconds to place all their C4. If you blow the remotes right away, the other team will have 25 seconds to repair the building enough so that the second blast won't destroy it, saving the building. That's way more time than they usually need.

Subject: Obvious Transport Tactic no one does
Posted by [Anonymous](#) on Tue, 14 May 2002 14:52:00 GMT
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quote:Originally posted by Devon:Sheesh, calm down. You're wrong anyway. It takes a Hotwire/Tech almost exactly 7 seconds to place all their C4 (and they have one timed more than engies) so by waiting a bit longer than 20 seconds before you detonate the C4 you get the optimal result. I'm guessing an engineer would need about 5 seconds to place all their C4. If you blow the remotes right away, the other team will have 25 seconds to repair the building enough so that the second blast won't destroy it, saving the building. That's way more time than they usually

need.wouldn't really matter, cause remember, there is another engi team that could blow the c4 right away, and it would give no warning because of the first building being blasted. Its just like that diversion tactic someone has up

Subject: Obvious Transport Tactic no one does
Posted by [Anonymous](#) on Tue, 14 May 2002 21:13:00 GMT
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quote:Originally posted by danielperes:i personally use the diversion tactic: 1 engi goes for a building and he blow the charges immediatly. while the others are gaining extra time in onther building .Yeah, it's really cool when the team works together. There's some people that actually know how to play the game and when you get them together the game is so much more fun. I hate the rambo types that buy an APC and drive off without waiting for anyone else to get in. You have a much better chance of succeeding if you have 2 APCs, a cover or tons of people in your APC (going in all different directions).SuperTech

Subject: Obvious Transport Tactic no one does
Posted by [Anonymous](#) on Tue, 14 May 2002 22:41:00 GMT
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I find that when you get 4 people who know whats goin' on together for an APC rush, it works pretty much 99.9% of the time. 3 rush in to blow the building, 1 Hotwire/Tech plants thier bombs, the other 2 gaurd the inside, the 4rth stays in the APC for transport to another building after the one your at is toast(of course killing off engineers coming to make repairs as well). Unless the enemy gets it together, you can take out 3 buildings without committing suicide.Of course if there are more than 2 tanks in the base, its best to rush 3 buildings at once, as the APC generally won't last in such an unhealthy enviroment to fend off repair crews trying to get at the building.

Subject: Obvious Transport Tactic no one does
Posted by [Anonymous](#) on Tue, 14 May 2002 23:01:00 GMT
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Yeah nice but in a game with 40 players you never come further with a transport then 50 meters. lol.....You can do this much cheaper with a humm vee in city map. You can even destroy the obelisk in flying with a humvee and adv engie works 50\% off the time.

Subject: Obvious Transport Tactic no one does
Posted by [Anonymous](#) on Tue, 14 May 2002 23:04:00 GMT
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Just get a hummvee in city map if your gdi.. In the beginning everybody says attack powerplant so what you do.Get a adv engi. Get in the hummvee and take the closest way to the hand of nod.

Now drive fast to the doors of hand of nod. If you did this right you didn't get shot by obelisk. Now drive on further next to the hand of nod straight to the airstrip and then right the obelisk. If you do this right you get in the obelisk with full health. In city mostoftimes the weaponfac and pp gets mined first and everybody wants to destroy the pp so why not take the obelisk. [May 15, 2002: Message edited by: dmc321]

Subject: Obvious Transport Tactic no one does
Posted by [Anonymous](#) on Wed, 15 May 2002 01:25:00 GMT
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quote:Originally posted by Blazer:I always put the 2 remote first and then the timed. I *try* to stay alive long enough to blow the remote at the same time as the timed=dead building, BUT, if someone starts shooting at me or something, I go ahead and blow the remotes while I can...usually some engs come to repair and then the timed goes off and boinks them Yes thats the one. But sometimes the c4 remote dissapears so as soon as you hear the first timed go off detonate the remote. They will have no chance repairing it.

Subject: Obvious Transport Tactic no one does
Posted by [Anonymous](#) on Wed, 15 May 2002 09:51:00 GMT
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quote:Originally posted by AzWhoopin:4 remotes will NOT kill a building, and timed takes exactly 30 seconds to blow. Have you ever even engy rushed before?? Three mines are enough for most buildings. If they are full power.

Subject: Obvious Transport Tactic no one does
Posted by [Anonymous](#) on Wed, 15 May 2002 12:20:00 GMT
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I always put the 2 remote first and then the timed. I *try* to stay alive long enough to blow the remote at the same time as the timed=dead building, BUT, if someone starts shooting at me or something, I go ahead and blow the remotes while I can...usually some engs come to repair and then the timed goes off and boinks them
